

GarageBand Step-by-Step



Contents

Adding Loops to a GarageBand Project	2
Using Musical Typing	6
Editing with the Track Editor.	9
Sharing a GarageBand Song to iTunes	11
Recording a Podcast	13
Sharing a Podcast To iWeb	20
Using Magic GarageBand	22

GarageBand Step-by-Step

GarageBand makes it easy to create your own music, even if you're not a musician. By using GarageBand's built-in instruments in a wide range of genre and performance styles, you can create original compositions for movies, slideshows, and podcasts—anywhere a melody would be welcome.

This step-by-step guide is meant to be used with the videos on the DVD. By using both, you'll quickly learn how to create and use your own music in your own lessons. The tutorials here will lead you through creating specific parts of the ocean field trip project.



Adding Loops to a GarageBand Project

One easy way to create a song is to build it by using loops—prerecorded snippets of music that you can string together in a project.

To add loops to a project:

- 1 Open GarageBand by clicking its icon in the dock (or double-clicking its icon in the Finder).

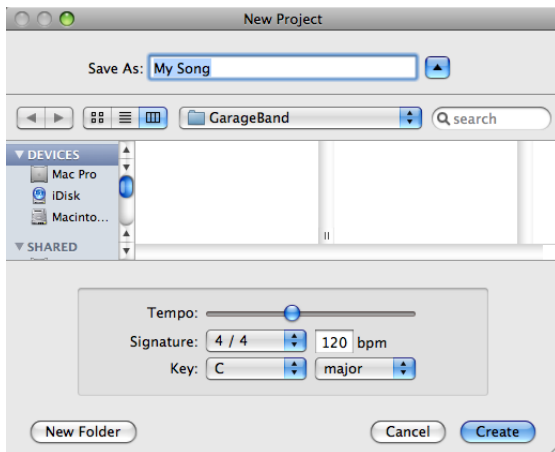
The GarageBand '08 introduction window opens. (If you've already used GarageBand, the last project you worked on will open instead.)



The GarageBand introduction window lets you choose the type of project you want to create—or open an existing project.

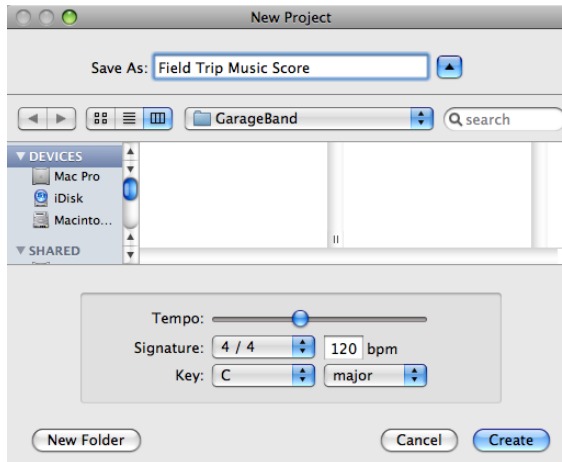
- 2 If a GarageBand project is already open, select File -> New, or type Command-N.

A New Project dialog box appears.



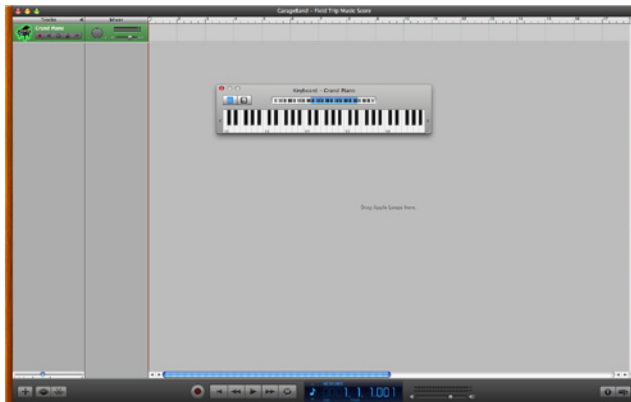
Give your project a name in this dialog box, change its tempo and key if you want to, and then find a place to save it.

- 3 In the New Project dialog box, give your song a name. Before you navigate to where you want to save the project, you can also adjust the tempo or the key signature and key, and then click Create.



We've named our project "Field Trip Music Score" to use with the images from our ocean field trip.

The project is saved and a new GarageBand window opens.

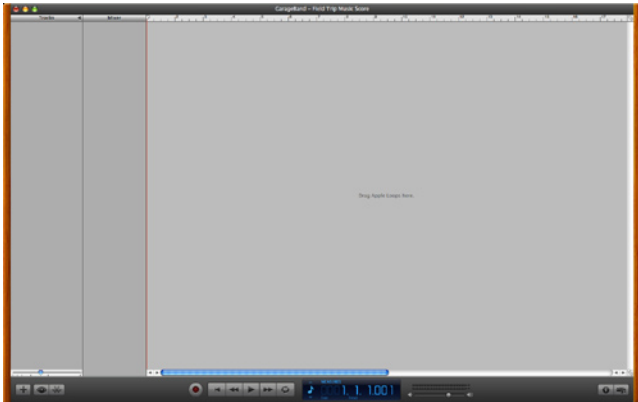


A fresh GarageBand project contains a Grand Piano Software Instrument.

You'll notice this project has a Grand Piano instrument already in it.

- 4 Select the Grand Piano instrument, then choose Track -> Delete Track, or press Command-delete. Then close the Keyboard window by clicking its close button.

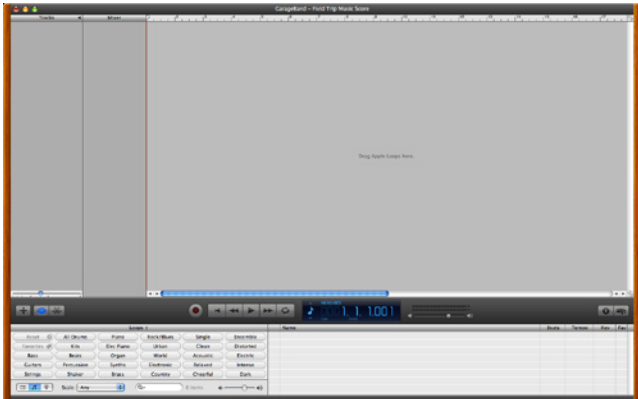
The Grand Piano instrument is removed from the project. We're deleting it here so we can learn how to add a track in the next section.



By deleting the default Grand Piano instrument, we're left with a blank slate on which to build.

- 5 In the lower-left corner of the window, click the button with an eye on it—the Loop Browser button.

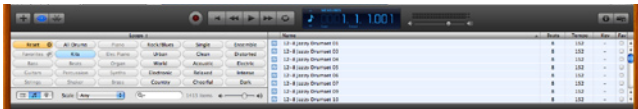
The Loop Browser slides up from the bottom of the window.



In the lower-left corner, the Loop Browser has over 25 categories of loops.

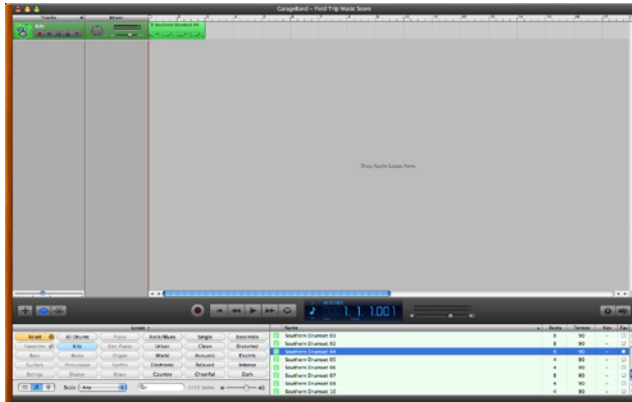
- 6 Click the kind of instrument you want to add to your project.

The right side of the Loop Browser fills with a list of loops.



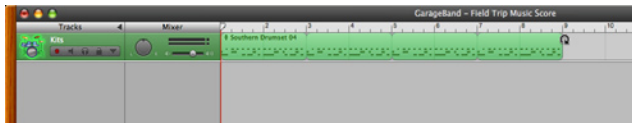
Each category shows a list of available loops—and this list varies, depending on which Jam Packs you've installed.

- 7 From the list on the right, drag the loop you want to use onto the project.
The loop appears in the project window.



When you drag a loop onto your project, it appears as a new track. Here, we've chosen a Southern-style drum beat.

- 8 Drag the upper-right corner of the loop to the right for several measures.
The cursor turns into a loop icon and as you drag, the loop is repeated.



Drag the upper-right corner of the loop to make it longer. It'll repeat the loop to the point where you dragged it.

- 9 In the Loop Browser, click Reset.
The Loop Browser resets itself, and you're ready to select another loop.



After you reset the loops, the list to the right clears.

Repeat Steps 6-9 to add a bass loop and a guitar loop to your project, making them equal in length. By using built-in GarageBand Loops, you've created a simple, short song.

Using Musical Typing

Although you can easily create a song using nothing but Apple Loops, you can also add to a song by recording a MIDI instrument—even if you don’t have a MIDI device. Through Musical Typing, you can use your Mac’s keyboard to play an instrument in a GarageBand track.

To record a track using Musical Typing:

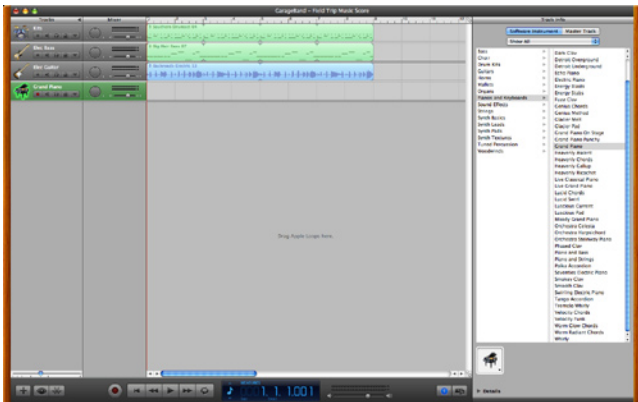
- 1 Open the project you created in the previous step-by-step tutorial, and then click the + button. A pane slides down asking you to choose a Software Instrument Track or a Real Instrument track.



When you add an instrument, you can choose to add a MIDI-based software instrument or a real instrument.

- 2 Select Software Instrument Track, then click Create.

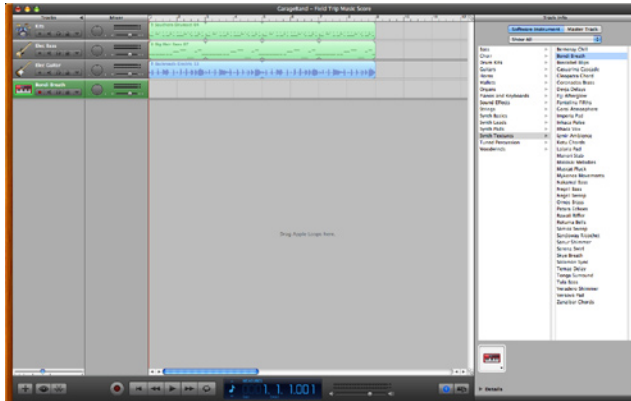
A Grand Piano instrument is added to the project, and the Track Info browser appears on the right.



The Track Info browser lets you change a selected instrument by browsing through a categorized list.

- 3 In the Track Info browser, first select the type of instrument you'd like to use instead of the Grand Piano, and then select the specific instrument you want to add.

The Grand Piano instrument changes into the instrument you selected.



When you select an instrument in the Track Info browser, the current track plays that new instrument's sound.

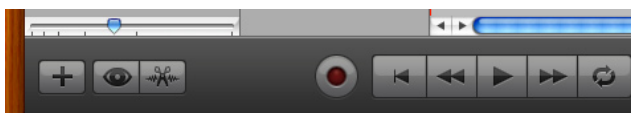
- 4 Select Window -> Musical Typing (or type Command-Shift-K).

The Musical Typing window appears.



The Musical Typing window lets you use your computer keyboard to play the selected instrument.

- 5 Select Control -> Count In (or type Command-Shift-U), then, in the lower portion of the window, click the Record button.

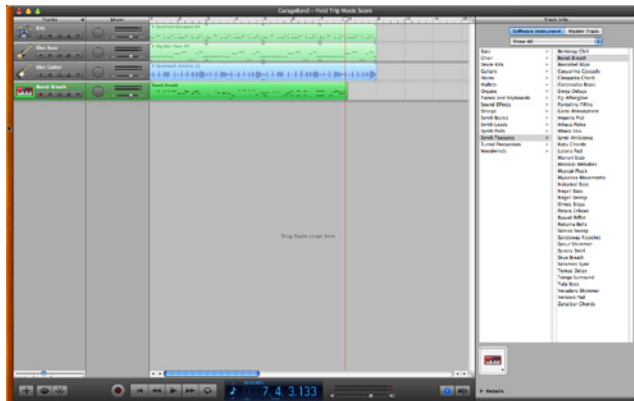


Click the red Record button to start your recording.

GarageBand will count one measure, and then begin recording the track.

- 6 Using the Musical Typing keyboard, play the instrument. GarageBand will record until you click the Record button again, or press the spacebar.

The recorded track is now part of the GarageBand project. Be sure to save your changes.



Our newly recorded synth track appears in the project after recording.

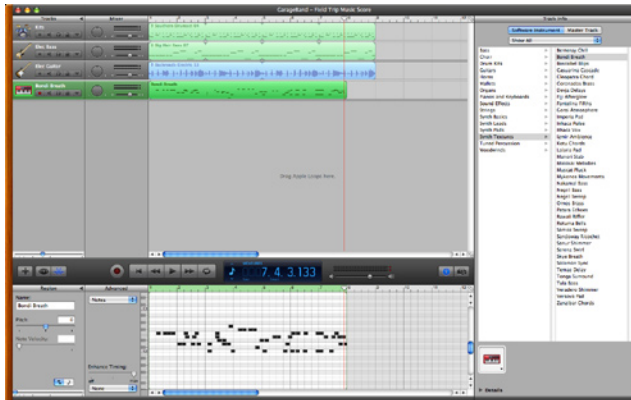
Editing with the Track Editor

Not every performance is a keeper. Fortunately, GarageBand lets you select those that are pretty close.

To edit a MIDI track:

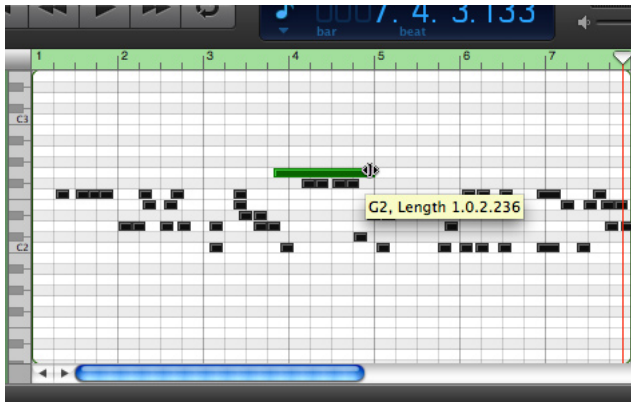
- 1 Open the project with the recorded MIDI track that you created in the previous tutorial, then double-click the recorded region.

The Track Editor slides up from the bottom of the window. This is a MIDI track, so the musical notes are represented by bars.



When you edit a Software Instrument track, its notes appear as bars in the editing section.

- 2 Using your mouse, you can edit the MIDI notes:

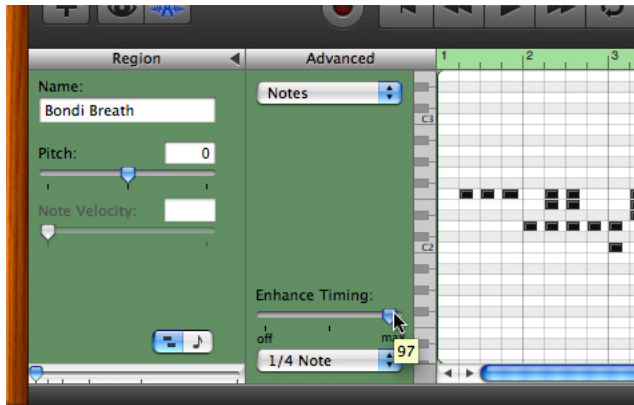


Here, we're dragging the right edge of a note to make it longer.

- To change pitch, drag a note up or down on the grid
- To make a note longer or shorter, drag the edge of a note
- To delete a note, select it, then press Delete

- 3 Choose the type of note from the Enhance Timing popup menu, then slide the Enhance Timing slider to the right to nudge notes into more accurate timing.

As you slide the slider, notes move to the nearest beat.



By sliding the Enhance Timing slider, you can move notes to more regular timing. Don't do too much, though, or the playback will sound mechanical.

Sharing a GarageBand Song to iTunes

Once you've finished creating your song in GarageBand, you can share it so that applications such as iMovie and iPhoto can use it, or you can post it to your web site, burn it to CD, or even email it. Here, we'll show you how to send a song to iTunes.

To share a GarageBand song with iTunes:

- 1 Open the GarageBand project you want to share.
- 2 Select Share -> Send Song to iTunes

A pane slides down, asking you for details regarding your song.

Before you send a song to iTunes, you'll need to provide some information. Your song may already have some of these fields filled in.

- 3 In the pane, fill in the following text fields:

- iTunes Playlist
- Artist Name
- Composer Name
- Album Name

We've provided a playlist name, artist name, composer name, and album name for our field trip song.

4 In the settings controls, do the following:

Send your song to your iTunes library.

iTunes Playlist:

Artist Name:

Composer Name:

Album Name:

☒ Compress

Compress Using:

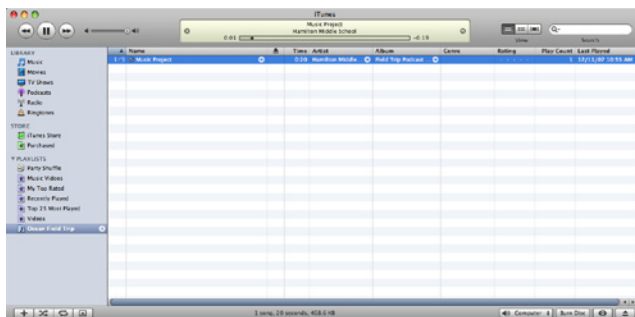
Audio Settings:

Ideal for providing the best sound quality but produces larger file sizes. Details: AAC, 192kbps, Stereo, optimized for music and complex audio. Estimated Size: 0.5MB.

For our field trip music, we've chosen the AAC Encoder and set the audio settings to Higher Quality. Since the song is short, the file's size won't be increased too much.

- Check the Compress checkbox
- In the "Compress Using" popup menu, select your preferred encoder
- In the "Audio Settings" popup menu, select the quality level you'd like for your song

The song is sent to iTunes in its own playlist, and it begins to play.



When a song is sent to iTunes from GarageBand, it appears in its own playlist and begins playing automatically.

Recording a Podcast

Now that we know how to create a song in GarageBand, let's use it to enhance a lesson through a podcast.

To create a podcast with GarageBand:

- 1 Open GarageBand, and close any currently open projects. The new project window appears. Click "Create New Podcast Episode."

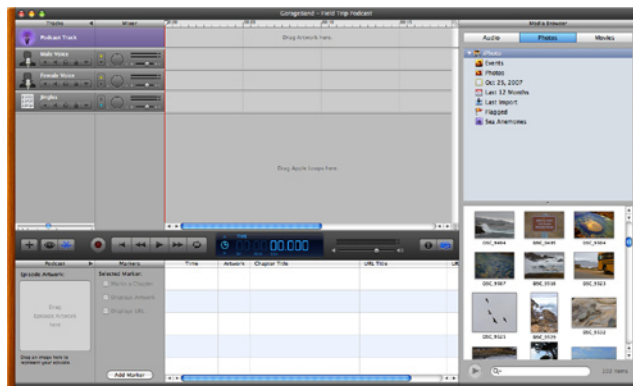


"Create New Podcast Episode" gives you a starting point tailored for podcasts.

A Save window appears.

- 2 In the Save As field, type the name for your podcast, then click Create.

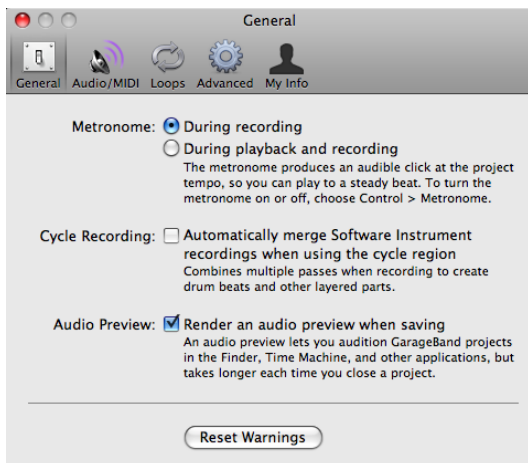
A new GarageBand podcast project appears.



A fresh podcast episode opens with two voice tracks, a music track, and a pictures track. The media browser to the right lets you add music and pictures.

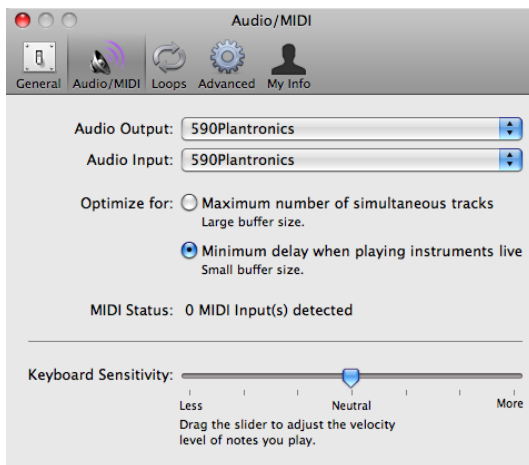
- 3 In the next two steps, we're going to show you how to use an external microphone to record a podcast. If you're using a built-in microphone, skip to Step 5. Choose GarageBand -> Preferences.

The GarageBand Preferences window opens.



The GarageBand preferences window lets you control how GarageBand behaves. Change settings by clicking one of the category buttons at the top, then make your changes.

- 4 At the top of the window, click Audio/MIDI, then select the audio input and output sources you want to use while recording. Be sure your microphone is plugged in, or it may not show up in the source list.

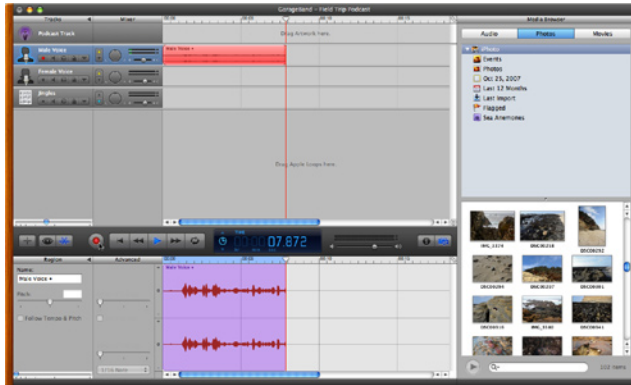


The Audio/MIDI preferences let you set input and output devices, and you can also control how your MIDI devices work with GarageBand.

GarageBand asks if you really want to change the audio driver. Click Yes.

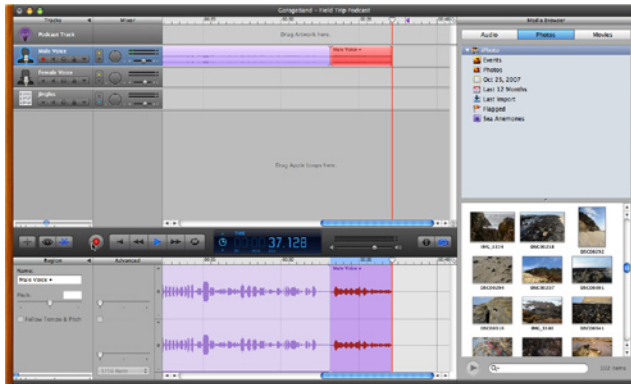
- 5 Close the preferences window and select the male or female voice track you'd like to use. Next, click the Record button and begin reading your script.

GarageBand records your voice as you read.



When you record your voice, a graphical representation of your recording appears in the track—as well as in the bottom section of the window.

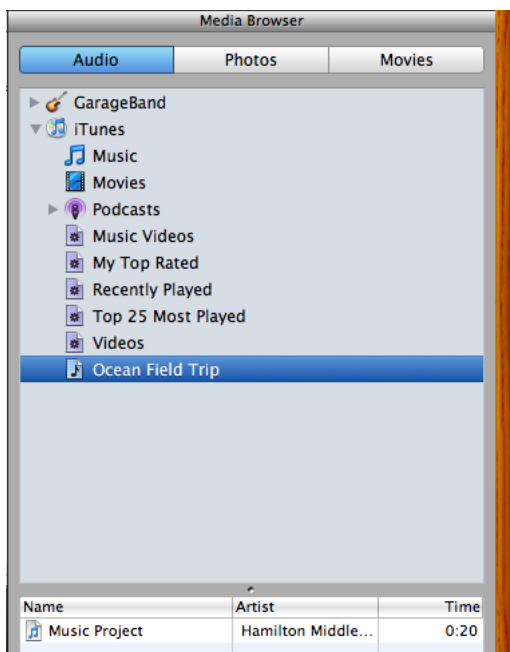
- 6 Press the spacebar to stop the recording. You can press Record to continue recording, and press the spacebar again to stop.



If you're recording in several takes, you can start your next take by simply placing the playhead where you'd like to start, then clicking the Record button.

- 7 In the Media Browser at the right, click Audio, then click a playlist.

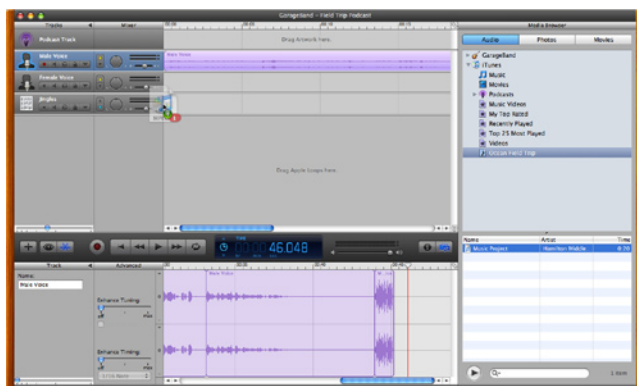
A list of songs will appear at the bottom of the Media Browser.



The Media Browser gives you quick access to all of your iTunes audio—including the song we created for our field trip project.

- 8 Drag the song from the Media Browser onto the Jingles track. If you don't have any songs in your iTunes library, you can use Jingles from the Loop Browser, as you did in "Adding Loops to a GarageBand Project."

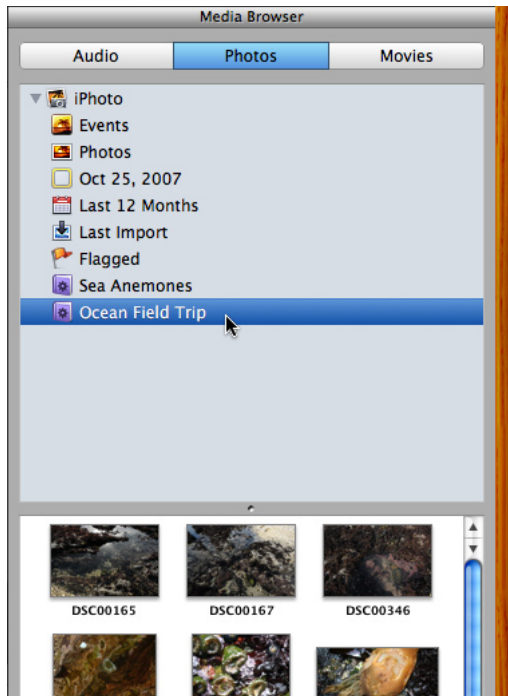
The song is loaded into the track.



To use a song in a podcast, drag it from the Media Browser onto the Jingles track—here, we're using our original song created for the field trip.

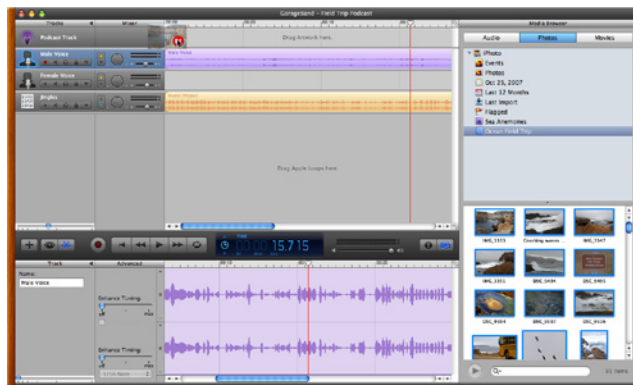
- 9 Click Photos in the Media Browser, then click an album.

The photos from the album load in the lower portion of the Media Browser.



The Media Browser also gives you quick access to your iPhoto library—including any albums you’ve created—to create an enhanced podcast.

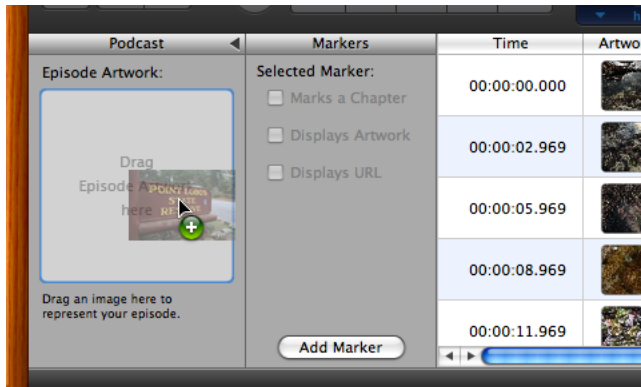
- 10 Drag the desired album onto the Podcast Track.



Drag an album onto the Podcast Track to embed the photos in the podcast.

The photos are added to the project.

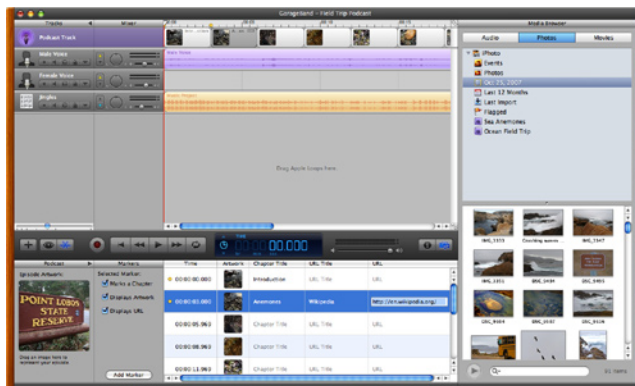
- 11 Select the Podcast Track, then drag a photo from the Media Browser to the Episode Artwork area of the window. If the Track Editor with the chapters is not visible, click the View/Hide the Track Editor button, which is the scissor button in the lower-left portion of the screen. Alternatively, you can choose Control -> Show Editor, or type Command-E.



To give your podcast some more visual flair, drag a photo onto the Episode Artwork area of the window. You can also drag a Keynote slide onto this area.

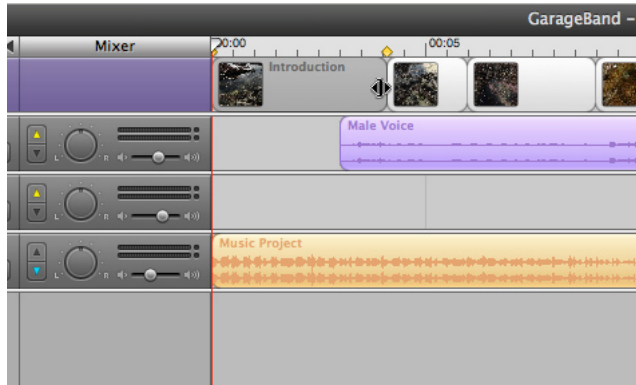
The episode artwork is added to the project.

- 12 In the Chapter area at the bottom of the screen, type in the chapter titles and add URL titles and hyperlinks by double-clicking the text field in the corresponding chapter, then typing the text.



Name your podcast chapters, and provide any URLs for more information. Here, we're linking to a Wikipedia article on sea anemones.

- 13 If needed, move the elements back and forth on the timeline in the various tracks by dragging an element. You can resize or move photo elements in a track to ensure they synchronize with your script, or move voice or music tracks to a specific point in time for just the right effect.



You can move tracks around to get the timing just right. Here, we're lengthening a photo in the timeline to make it display longer during the musical introduction.

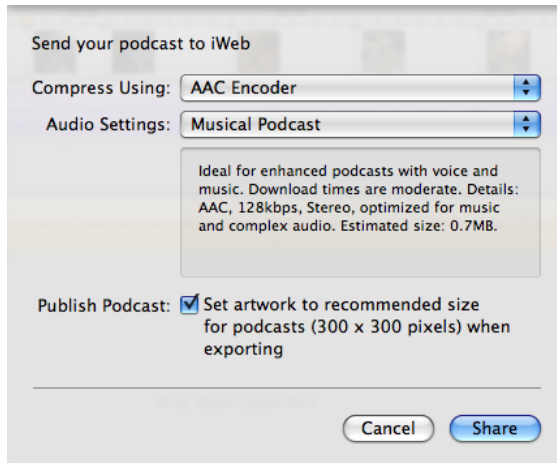
Sharing a Podcast To iWeb

Most likely, if you've created a podcast, you'll want to share it using the Internet.

To share a GarageBand podcast using iWeb:

- 1 Open the podcast you want to share in GarageBand, then select Share -> Send Podcast to iWeb

A settings pane slides down.



When sending a podcast to iWeb, you'll be asked to specify audio compression and settings, as well as whether you'd like to resize artwork, before you can proceed.

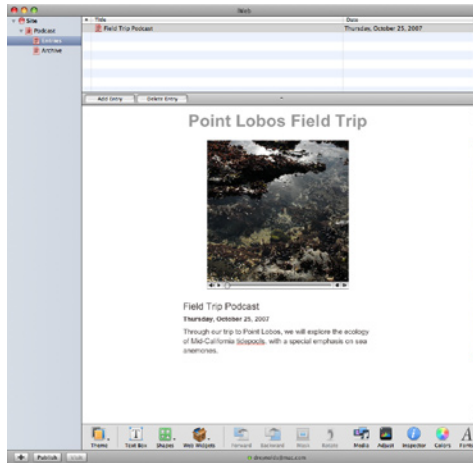
- 2 In the settings pane do the following:
 - In the "Compress Using" popup menu, select an encoder
 - In the "Audio Settings" popup menu, select a quality setting
 - Ensure that the checkbox in the "Publish Podcast" area is checked
 - Click "Share"

GarageBand prepares the podcast, opens iWeb, and sends the podcast to it. (Note: This assumes you have a .Mac account.)



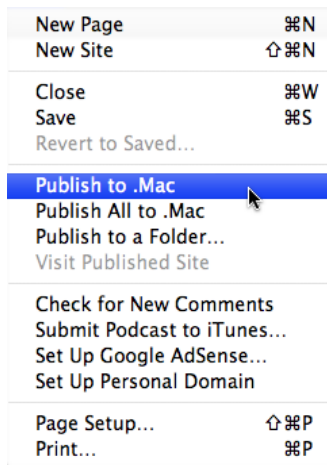
When your podcast opens in iWeb, the podcast page will have placeholder text you'll need to edit.

- 3 Double-click the text areas in the podcast window, and replace the placeholder text with your own text.



Edit your placeholder podcast text by double-clicking it and typing the text you want to use.

- 4 Publish the podcast using one of the publishing options under the File menu.



Choose one of the publishing options from the File menu to publish your site. Here, we're publishing it to a .Mac site.

The podcast publishes according to your iWeb settings.

You can also use GarageBand's Share menu to send your podcast to iTunes as a song or even a ringtone for iPhone.

Using Magic GarageBand

If you don't know a lot about music, but you'd still like to create a song, Magic GarageBand can help. With it, you can bring the band together and let GarageBand generate the song.

To use Magic GarageBand:

- 1 Open GarageBand, and close any currently open projects. The new project window appears. Click Magic GarageBand.

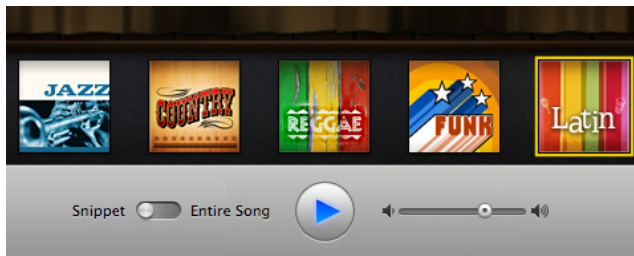
The Magic GarageBand project window opens.



Magic GarageBand lets you choose from nine musical genres to kick-start your project.

- 2 In the Genre row at the bottom, click the kind of music you want to create, then click the Play button.

A sample of the music plays.



The Play button lets you preview a genre before committing to it.

- 3 Click the Play button again to stop the sample, then click the Audition button.
The curtains part, revealing a set of instruments.



Once you've chosen a genre, a set of instruments appears on stage.

- 4 Click one of the instruments on stage.
A selection of alternative instruments for this slot appears at the bottom.



Magic GarageBand lets you swap out instruments for a given slot—so that you get the sound you want. Here, we've selected the bass so that we can swap it for another one.

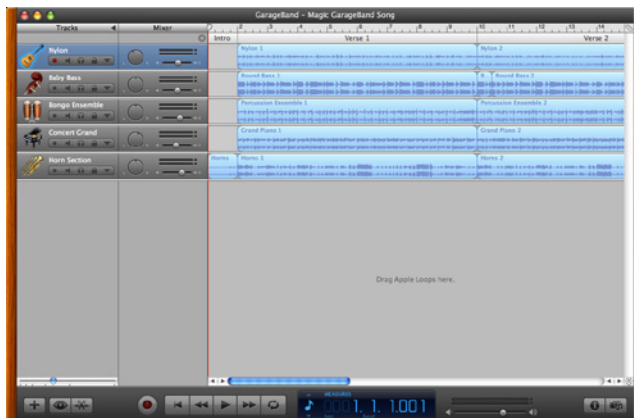
- Click the instrument you want to use in that slot, and then repeat for each instrument you want to change.



Selecting a different instrument in the row below replaces it in the project.

- Click Create Project.

GarageBand creates a project using your settings.



The final result of Magic GarageBand is a standard project, complete with instruments already set up for you.

Now you can edit your pre-built song to your liking.

